XBOX

THE HOUSE OF THE DEAD™

MATURE
M
CONTENT RATED BY ESRB

SEGA®

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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Thank you for purchasing "The House of The Dead™ III". Please note that this software is designed only for use with the Xbox™ Video Game System. Be sure to read the instruction manual thoroughly before you start playing.

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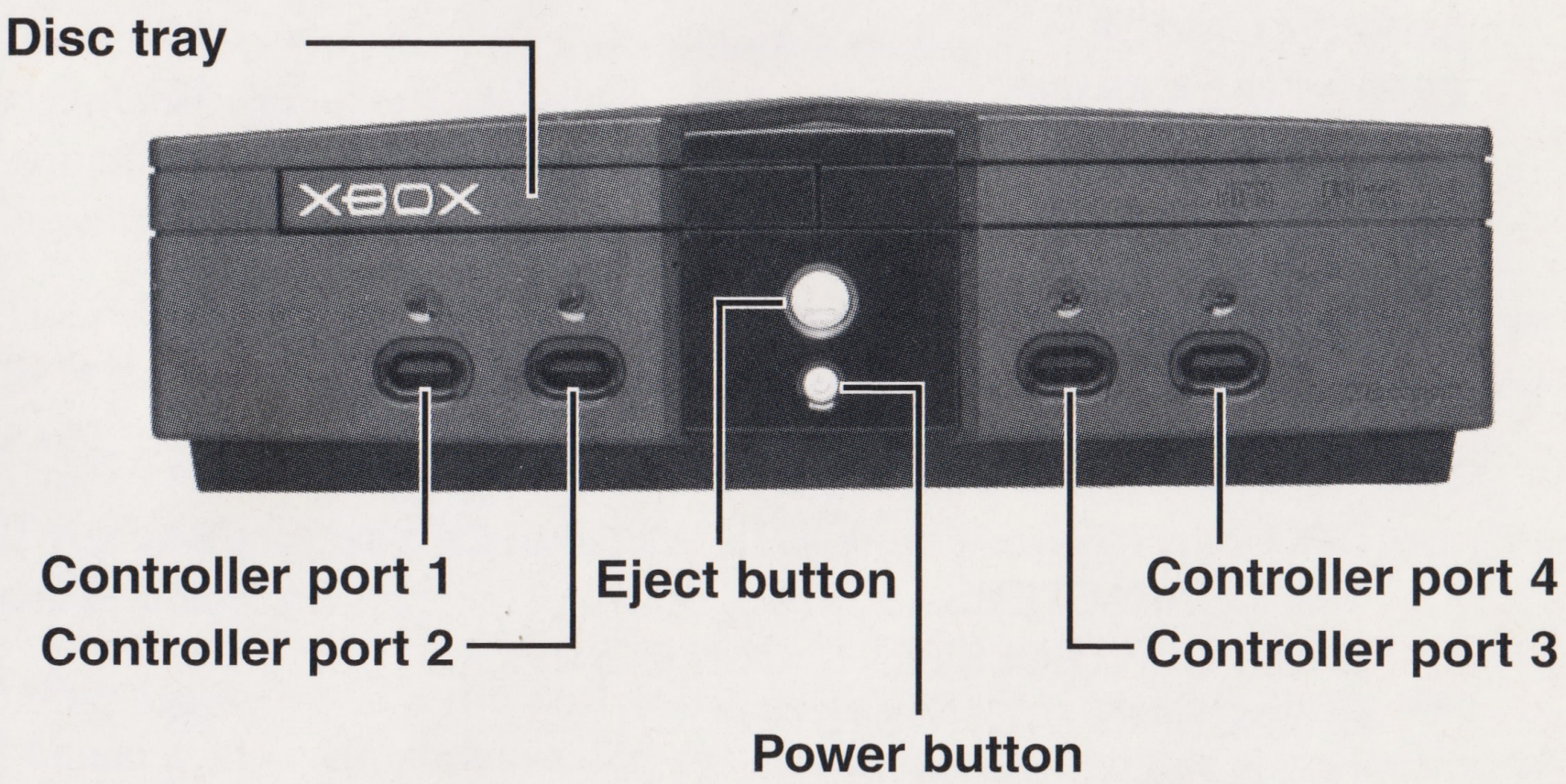
SAVING GAMES
This game's backup feature is designed to be used with the Xbox™ internal hard disk unit. It is not compatible with the Memory Unit (MU) (sold separately).

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place The House of the Dead™ III disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing The House of the Dead™ III.

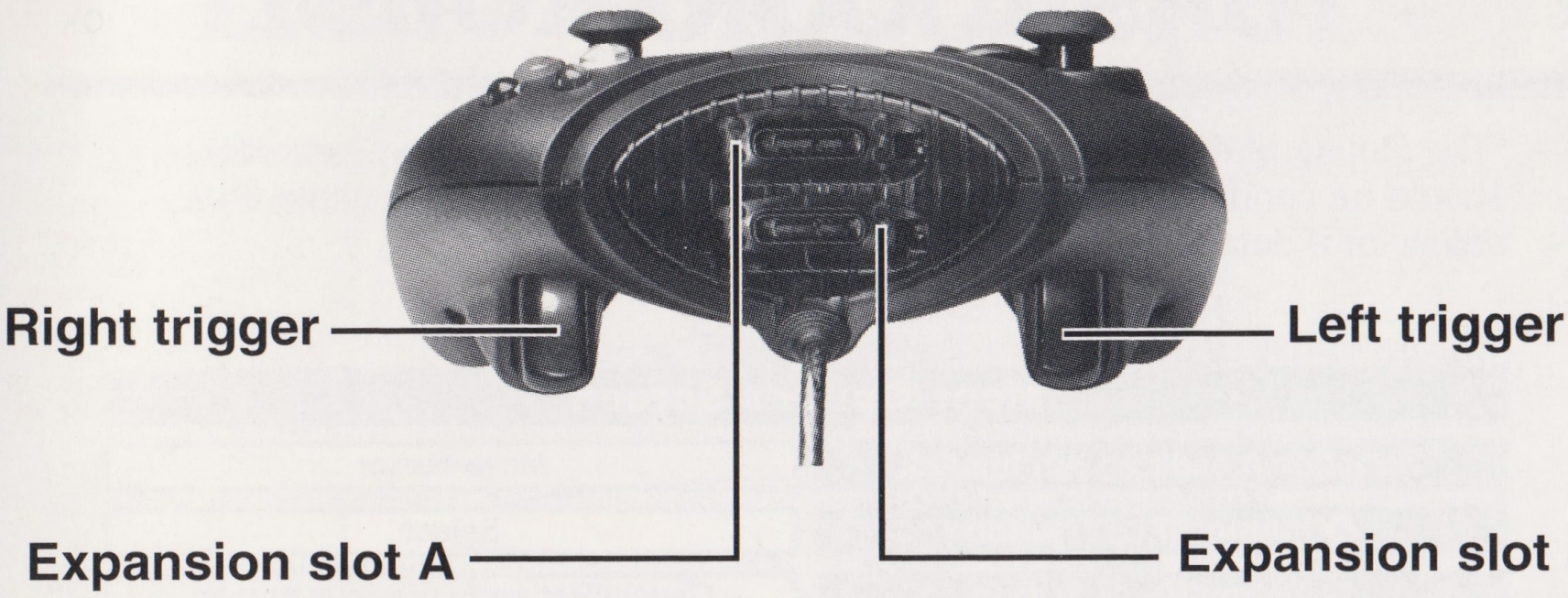


Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Unit) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using Xbox Controller to play The House of the Dead™ III.

BASIC CONTROLS

"The House of the Dead™ III" is a game for 1-2 players. Xbox Controllers should be connected to controller ports 1 and 2 of the Xbox console. See below for a detailed explanation of the controls.

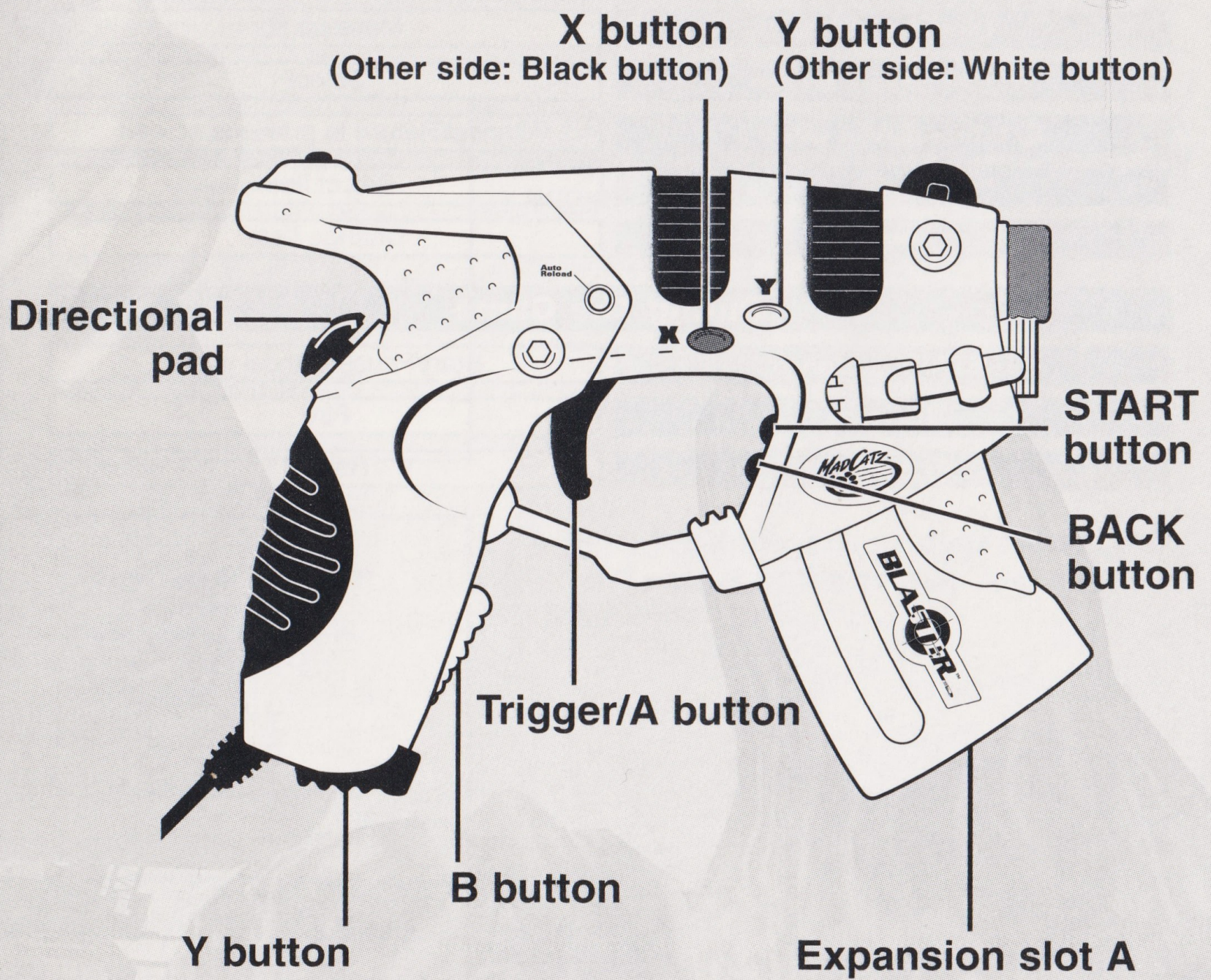
Menu/Options Screen	
Directional pad/Left thumbstick	Move cursor
Ⓐ button/START button	Select
Ⓑ button/BACK button	Cancel/Return to previous screen
↑↓	Select item
←→	Change item

During The Game	
START button	Start/Pause/Cancel event
Directional pad/Left thumbstick	Move crosshair
Ⓐ button	Fire
Ⓑ button	Reload
Ⓧ button	Increase speed of crosshair movement
Ⓨ button	Center crosshair
Left trigger	Fire
Right trigger	Reload

* When turning the Xbox on, please do not move the left and right thumbsticks as well as the Left trigger and Right trigger. The calibration of the position cannot be performed properly and it may cause malfunction.

LIGHT GUN CONTROLS

The House of the Dead™ III is also compatible with a Light Gun (Blaster, sold separately from Mad Catz, Inc.).



Note: The MadCatz Blaster light gun and other light guns are compatible with analog and digital NTSC TV's that operate in the range of 60Hz and 480i. However, some light guns may not operate correctly with HDTV, progressive scan, projection, or line-doubler TV's. Please check the light gun instruction manual for NTSC TV compatibility.

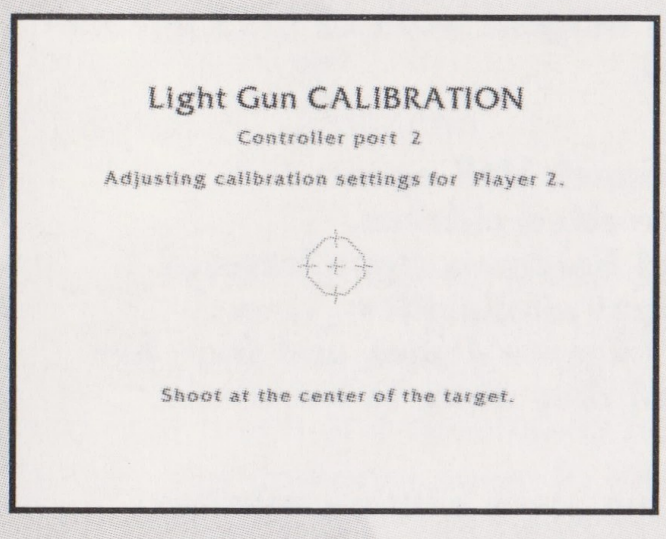
LIGHT GUN CONTROLS

Menu/Options Screen	
Directional pad	Move cursor
Trigger/START button	Select
Ⓑ button/BACK button	Cancel/Return to previous screen
⬆⬇	Select item
⬅➡	Change item

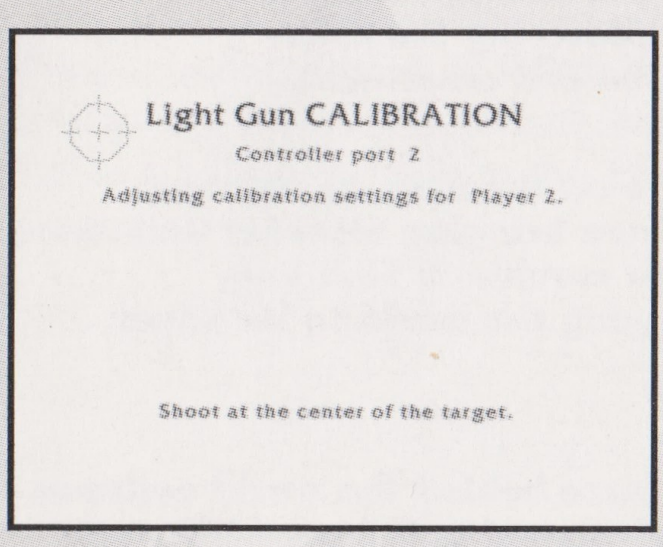
During The Game	
START button	Start/Pause/Cancel event
Trigger	Fire
Ⓑ button	Reload

LIGHT GUN CALIBRATION

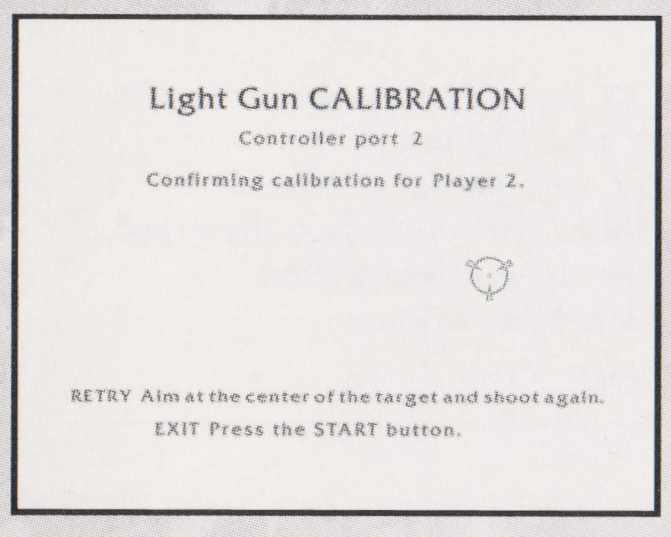
Whenever you connect the Light Gun to a specific controller port for the first time, press the Start Button on the Light Gun during the Title Screen to enter the Light Gun Calibration Screen. This screen can also be accessed from the Light Gun Settings Menu in Options.



1. Point the Light Gun at your TV screen. A target will be displayed at the center of the screen. Aim and shoot at it.



2. Next, the target will be displayed at the top left corner of the screen. Aim and shoot at it.


Light Gun CALIBRATION
Controller port 2
Confirming calibration for Player 2.
RETRY Aim at the center of the target and shoot again.
EXIT Press the START button.

3. When you point the Light Gun at the screen, the gunsight will appear, moving towards wherever the Light Gun is aimed at within the screen. Press the Start Button to confirm. If you do not confirm, aim at the screen and shoot to repeat the steps.

* If possible, shoot directly in front of the screen rather than diagonally.
* When calibrating, do so at close range. Attempting to calibrate the Light Gun from a distance may result in operation problems.

STORY

December 1998

**The Curien Mansion incident...no one could imagine the true horrors contained within the original "House of the Dead."
Motivated by madness, Dr. Curien nearly succeeded in bringing chaos to the world.
But in the end, it was Dr. Curien himself who lost his life at the hands of his own scientific masterpiece: "Type00 Magician."
This incident was brought to a close through the diligent work of AMS agents Thomas Rogan and G.**

February 2002

**Strange events and violent rioting compel AMS agents to return to action in a town of terrorized citizens.
Amidst the chaos, a mysterious figure named Goldman steps forward to take responsibility. Due to obvious similarities with the original "House of the Dead" case, AMS agents James and Gary are dispatched to put an end to the madness, and they seem to succeed...**

One day in 2002

Breaking news: "Bizarre occurrences are taking place within countries throughout the world. The national government is taking action to funnel all available resources to the task of discovering the cause of these occurrences and the origin of the evil creatures..."

2003

**Plummeting toward collapse, the world teeters on the edge of oblivion.
Horrific phenomenons are now taking place everywhere bringing disorder and chaos as paranoid citizens fight for the means to survive. It isn't long before this chain of events has succeeded in bringing the world to its knees...**

Sixteen years later...

October 2019

**Survivors identify the EFI Research Facility as the force behind the world collapse.
Recognizing the urgency of the situation, authorities send in former AMS agent Thomas Rogan. But mere moments into the mission, contact with Rogan is lost.**

October 31, 2019

**Desperate for answers, G and Lisa Rogan arrive at the EFI Research Facility in an effort to locate Thomas Rogan and his team.
Beguiled by their apocalyptic surroundings, one seeks a friend while the other seeks a father. The astonishing facts, previously concealed, now propel both agents toward an unexpected confrontation, and a conclusion that will change the earth forever.**

TRUE HORROR LIES HERE

The incident at Curien mansion:
A three-day incident in 1998, from December 18th through the 20th, in which a Dr. Curien tried to destroy human civilization. Dr. Curien's plan was stopped by two AMS agents, Rogan and G, but because the government had a hand in the incident, the public was never told what happened ...

AMS:
A government organization commonly known as AMS. Responsible for criminal investigations and intelligence collection around the world. Internally, the organization is split into domestic and foreign divisions. AMS was disbanded when the government disappeared following the world collapse of 2003.

EFI Research Facility:
A private research facility backed by a figure close to a major financial conglomerate. The research activities of the facility are not known. From what has been released publicly, it appears that they work in fields on the cutting edge of genetic research, including the human genome catalog, the gap between life and death, gene transplantation, and acquired RNA existence systems.

CHARACTERS

Lisa Rogan

Height: 5' 8" (172 cm)
Weight: 110 lbs (50 kg)
Gender: Female
Age: 20
Nationality: American

The daughter of the top agent of the now-defunct AMS, Thomas Rogan. Motivated and tenacious, Lisa is often told how much she resembles her father. She does not seem to take this as a compliment. It has been two weeks since contact was lost with her father. Saying she must follow her mother's wishes, she accompanies her father's old partner, G, to the EFI Research Facility.

CHARACTERS

G

Height: 6' (183 cm)
Weight: 170 lbs (77 kg)
Gender: Male
Age: Unknown (believed to be around 50)
Nationality: Unknown

Thomas Rogan's old partner. G used to be exceptionally cold and calculating and would use any means necessary to complete his missions. Since the incident at Curien mansion, however, his perspective has changed dramatically.

With the world collapse of 2003, his former employer AMS disbanded, but G has continued his quest for answers under the assumption that the collapse had something to do with his previous assignments.

CHARACTERS

Thomas Rogan

Height: 6' 1-1/2" (187 cm)
Weight: 185 lbs (84 kg)
Gender: Male
Age: 52
Nationality: American

The hero of the Curien mansion incident of 1998, Rogan is also Lisa's father. Rogan's career after the incident continued to be marked with his courage and excellent judgment, and he, too, pursued the causes of the world collapse.

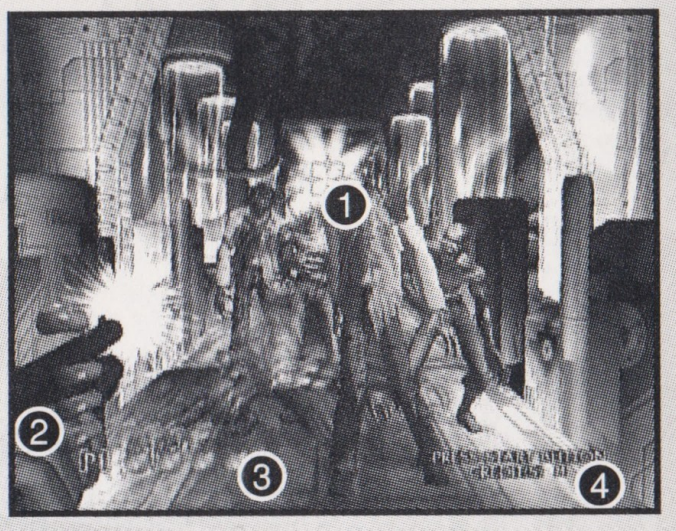
But now he has lost many comrades in battle with unknown creatures, and contact with Rogan himself has been lost…

Daniel

A character enshrouded in mystery. Believed to know many important things about the activities of the EFI Research Facility.

THE GAME SCREEN

REGULAR SCREEN



SURVIVAL MODE

1. Crosshair
Displayed when the controller is being used.

2. Remaining shells
The number of shells left. Reloading refills the gun with the maximum number of shells. There are two types of reload in the game – the manual reload performed with the Ⓑ button/Left trigger and an automatic reload which takes place under certain conditions (when all shells have been fired, damage is taken or a story scene begins).

3. Lives
These are reduced when you take damage from monsters. Lives increase with special items and on the successful completion of "teamwork events" (see P.13). When all lives are gone, the Continue Screen will be displayed.

4. Credits
The number of continues available. When all credits have been used up, the game is over.

TIME ATTACK MODE

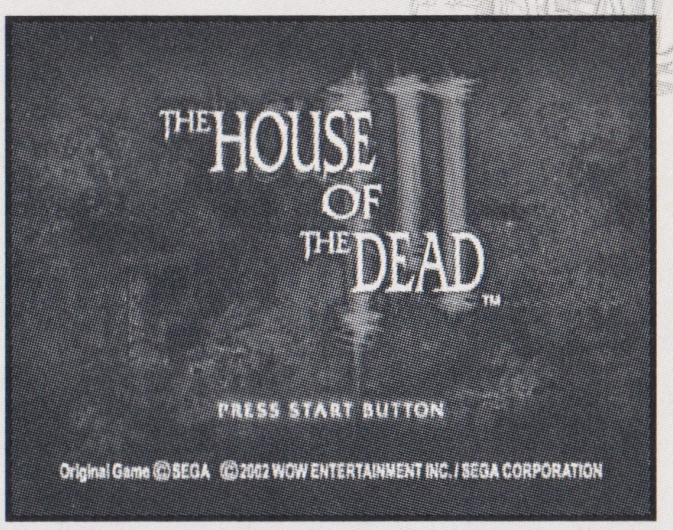
5. Time
Time remaining. The game ends when the time reaches zero. Time decreases when you take damage from monsters and increases when creatures are destroyed quickly, as items are acquired, and after the successful completion of "teamwork events" (see P.15).

BOSS SCREEN

6. Boss Life Gauge
Decreases when the boss takes damage. When the upper gauge reaches zero, the Chapter is cleared. The lower gauge falls when specific targets are hit, and once the lower gauge reaches zero, the boss's attack can be stopped if you drain his health before the next attack.

GETTING STARTED

Press the START button on the Title Screen to bring up the Menu Screen. Use ⬆⬇ to choose a mode and press the Ⓐ button or START button to enter. Press the START button of an additional controller during gameplay to enter 2-player mode.



SURVIVAL MODE

The main mode of the game. Clear all Chapters without using up your lives.

TIME ATTACK

For 1 player only. You race against time to clear levels with only one credit.

THE MOVIE

A preview of the motion picture "The House of the Dead."

OPTIONS

Configure various game settings as well as individual settings for "The House of the Dead™ III" and "The House of the Dead™ 2."

SAVE/LOAD

Save/load game data.

THE HOUSE OF THE DEAD 2

This mode lets you play the previously released "The House of the Dead™ 2."
To play "The House of the Dead™ 2" you must successfully complete "The House of the Dead™ III" in either SURVIVAL MODE or TIME ATTACK MODE.

SURVIVAL MODE

The main mode of the game. Clear all Chapters without using up your lives. Lives decrease when attacked by monsters and increase when life bonuses and first aid kits are picked up or events are successfully completed.

STARTING THE GAME

Select Survival Mode from the Menu Screen and press the Ⓐ button or START button. The game will begin after the opening sequence.

CONTINUE/GAME OVER

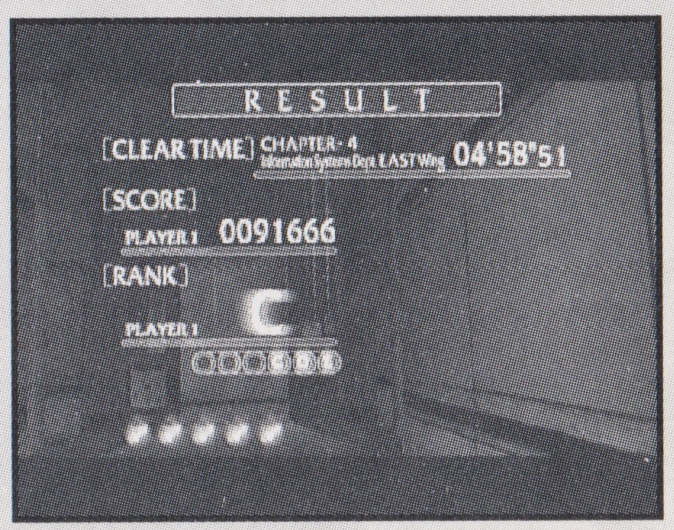
When all your lives are gone, the Continue Screen will appear. The game may be continued by pressing the START button at this screen before the count reaches zero. But remember, when the credits run out, the game is truly over!

* In 2-player mode, credits are shared between the two players.

RESULTS SCREEN

Between Chapters a Results Screen is shown, indicating your rank for each Chapter. Life bonuses are awarded for a high ranking. When all Chapters have been cleared, your overall rank will be shown.

CLEAR TIME Time taken to clear the stage
SCORE Total score
RANK Rank for the stage



HI-SCORE NAME ENTRY

The Name Entry Screen is displayed if you clear all Chapters with your score in the top ten. Enter three letters for your name before the count reaches zero. Select "←" to return to the previous letter. Select END to register your name.

SURVIVAL MODE

PAUSE

Press the START button during game play to display the Pause Screen. Use ⬆⬇ to select an option and the Ⓐ button or START button to enter.

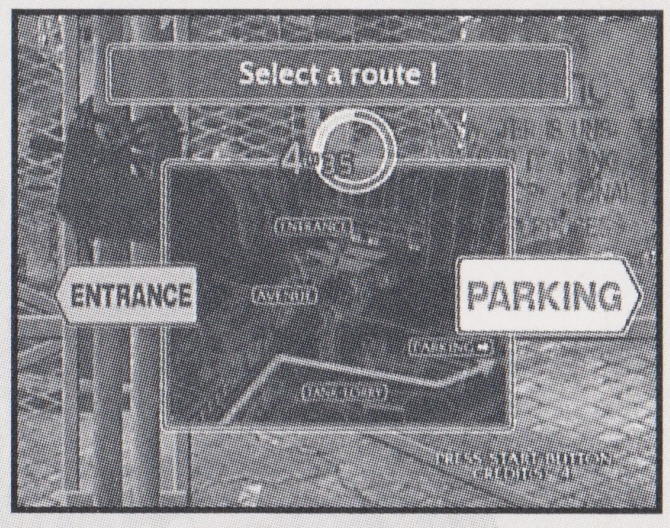
CONTINUE — Return to the game
RETURN TO MAIN MENU — Abort the game and return to the Main Menu.

BRANCHING STORY SYSTEM

The course of the game is affected by the actions taken by the player. The story changes based on the course chosen. Discover the whole story by playing through all possible paths!

When using the controller, select with ⬅➡ and press the Ⓐ button or START button to select.

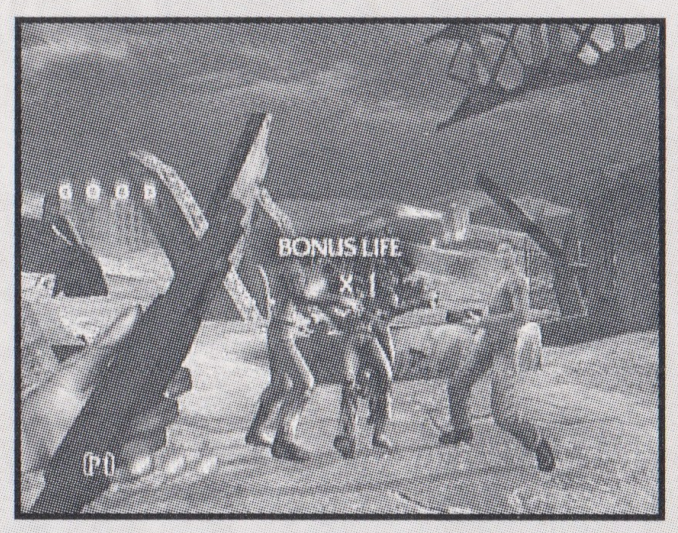
* When using a light gun, use the directional pad on the gun to select the path and pull the trigger to confirm your selection.



TEAMWORK EVENTS

In the course of the game, players working side by side will sometimes find themselves in dangerous situations. In such cases, it is up to the remaining player to defeat the enemy before their partner is attacked. Rescuing your partner will result in a bonus. (In Survival Mode this bonus is a life increase and in Time Attack Mode a time increase.)

* Even if the player in trouble is attacked before they can be rescued, they will not die, nor will their current time be reduced.



Defeat the monster with the DANGER mark to effect a successful rescue.

TIME ATTACK MODE

In TIME ATTACK MODE, you must get as far as possible within the time allotted. Taking damage from monsters decreases the time remaining while defeating monsters and successfully completing teamwork events increases it. Make the most of time bonuses and work quickly!

TIME ATTACK MODE RULES

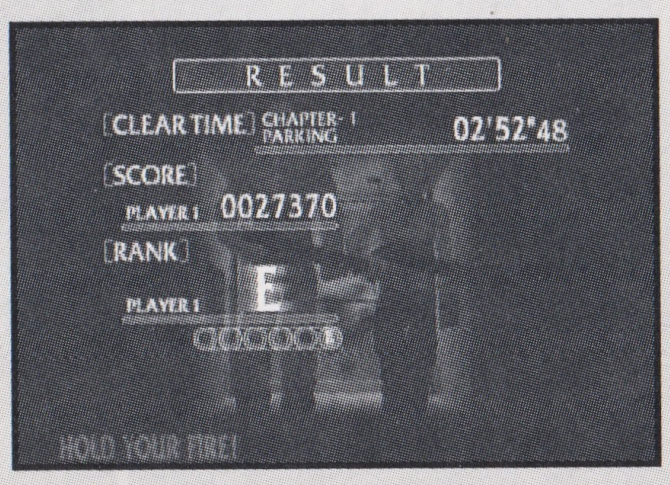
* Only one credit is provided and there are no continues.
* This mode is for 1 player only.
* Initial starting time is 30 seconds.
* Difficulty level is NORMAL.

A TIME INCREASE IS AWARDED FOR:

* Defeating a monster
* Completing a teamwork event
* Obtaining an item (clock)
* Receive additional time when receiving a "high rank" on the results screen at the end of the chapter

RESULTS SCREEN

Between Chapters a Results Screen is shown, indicating your rank for each Chapter. Life bonuses are awarded when you achieve a high ranking. When all Chapters have been cleared, your overall rank will be shown.



TOTAL TIME PLAYED
Total time played
RANK
Rank for each Chapter
SCORE
Final score
TIME LEFT
Time remaining when the game was completed.

PLAYER RANKING
TOTAL PLAY TIME 04'42"45
PLAYER 1
TOTAL RANK E
You are AVERAGE AGENT
SCORE
0025170
Dr.Curien's analysis
AREA REACHED CHAPTER 7-2
"Not bad, but you're not satisfied with this, are you?"
AVERAGE KILL DISTANCE 14.9ft
"Either you have amazing skill, or you're just a coward. Well, either way, you're not letting my zombies get within 14.9 ft of you... most of the time."
SKIP WITH THE START BUTTON

TOTAL RANK
Final overall rank
DR. CURIEN'S ANALYSIS
Dr. Curien's comments on your playing style and an analysis of your game data.

TIME ATTACK MODE

HI-SCORE NAME ENTRY

The Name Entry Screen is displayed if you clear all Chapters with your score in the top ten. Enter three letters for your name before the count reaches zero. Select "←" to return to the previous letter. Select END to register your name.

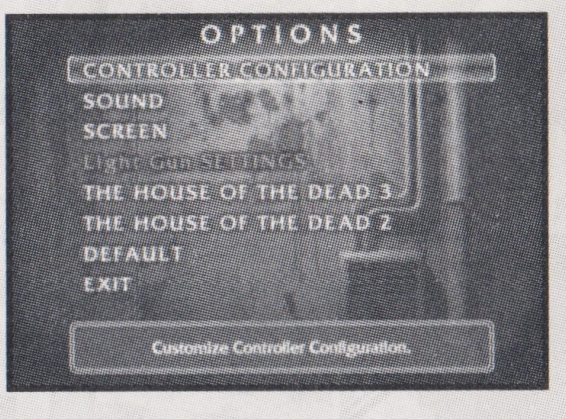
THE MOVIE

This special feature shows a preview of the motion picture "The House of the Dead." Select Movie from the Menu Screen and press the Ⓐ button or START button to watch the movie. When the movie has finished, the Menu Screen will be displayed. During the movie, press the Ⓐ button/START button to quit the movie and return to the Menu Screen.

OPTIONS

Alter game options and change options for "The House of the Dead™ III" and "The House of the Dead™ 2."

Use ⬆⬇ to select an item and press the Ⓐ button or START button to bring up the item's Settings Screen.



CONTROLLER CONFIGURATION

Change controller button assignments.

SOUND

Adjust sound volume.

SCREEN

Adjust the position of the game screen.

Light Gun SETTINGS

Calibrate the gun controller.

THE HOUSE OF THE DEAD 3

Change game settings for "The House of the Dead™ III."

THE HOUSE OF THE DEAD 2

Change game settings for "The House of the Dead™ 2."

DEFAULT

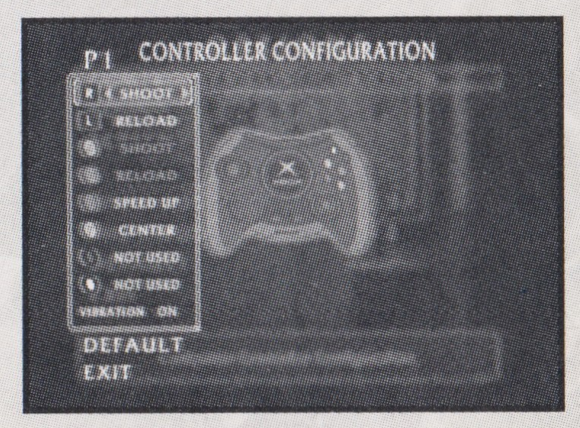
Restore all settings to their original values.

EXIT

Complete changes and return to the Main Menu Screen.

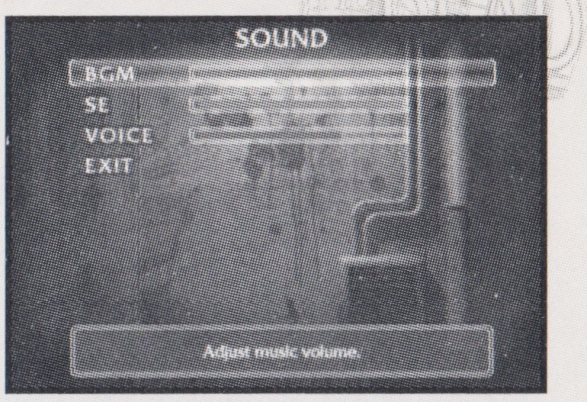
CONTROLLER CONFIGURATION

Set controller button assignments. Select the button with ⬆⬇ and use ⬅➡ to set the new function. The vibration function may be turned on/off from this screen. Select EXIT to return to the Menu Screen.



OPTIONS

SOUND

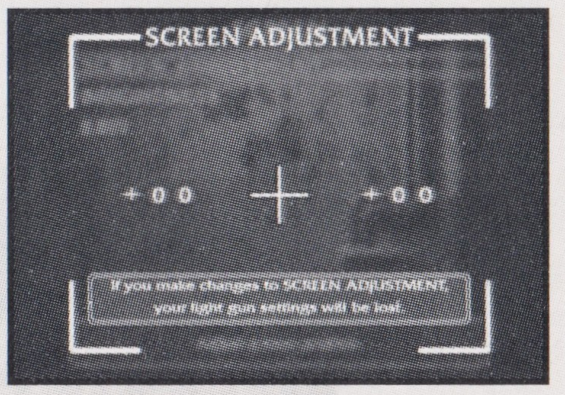


Adjust volume settings for music, effects, and dialog. Select the item to be changed with ⬆⬇ and adjust the volume with ⬅➡. Select EXIT to return to the Menu Screen.

SCREEN

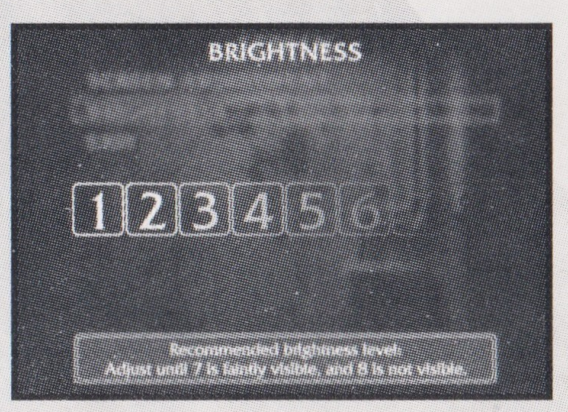
Adjust various screen settings. Select the setting to be changed with ⬆⬇, and enter with the Ⓐ button or START button.

SCREEN ADJUSTMENT



Adjust the position of the screen. Move the frame ⬆⬇⬅➡ as appropriate so that it occupies the entire screen. Press the Ⓑ button or START button to return to the Screen Adjustment Menu.

BRIGHTNESS



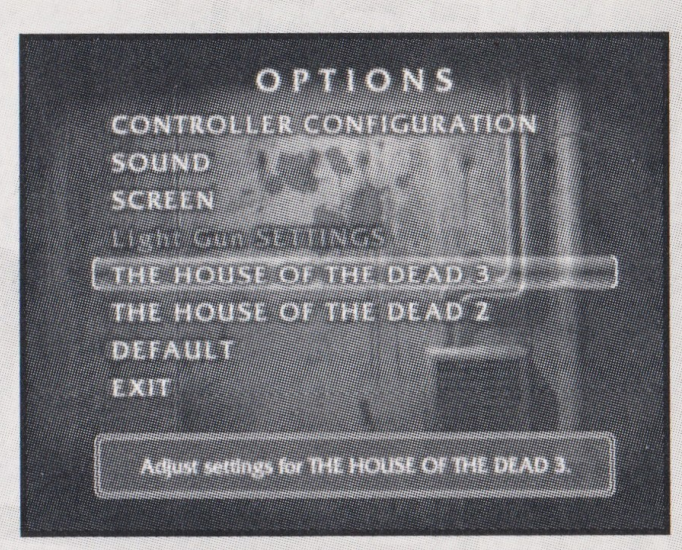
Adjust the brightness of the screen. Follow the on-screen instructions and adjust the brightness level of your monitor. Press the Ⓑ button or START button to return to the Screen Adjustment Menu.

EXIT

Return to the Menu Screen.

OPTIONS

THE HOUSE OF THE DEAD 3
THE HOUSE OF THE DEAD 2



Adjust the settings for both games. Select the setting to be changed with ⬆⬇, and adjust using ⬅➡.

DIFFICULTY
Select a difficulty level for the game from one of five levels: VERY EASY, EASY, NORMAL, HARD, and VERY HARD (Survival Mode only).

LIFE
Set the number of initial lives (Survival Mode only).

CREDIT(S)
Set the number of credits (Survival Mode only).

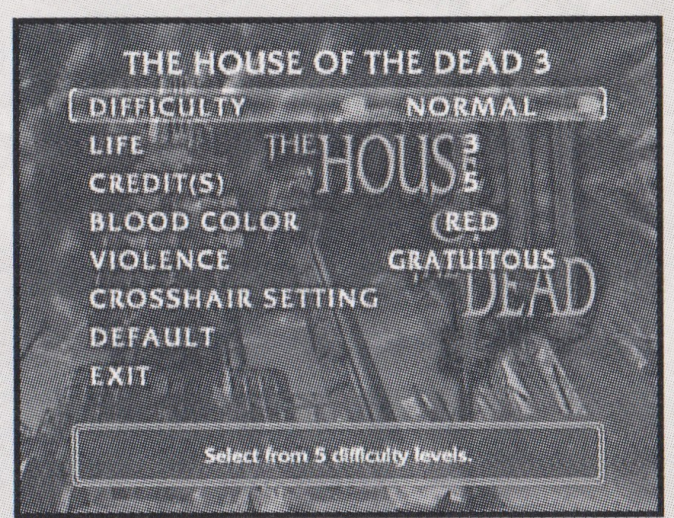
BLOOD COLOR
Set the color of monster blood.

VIOLENCE
Set the level of violence.

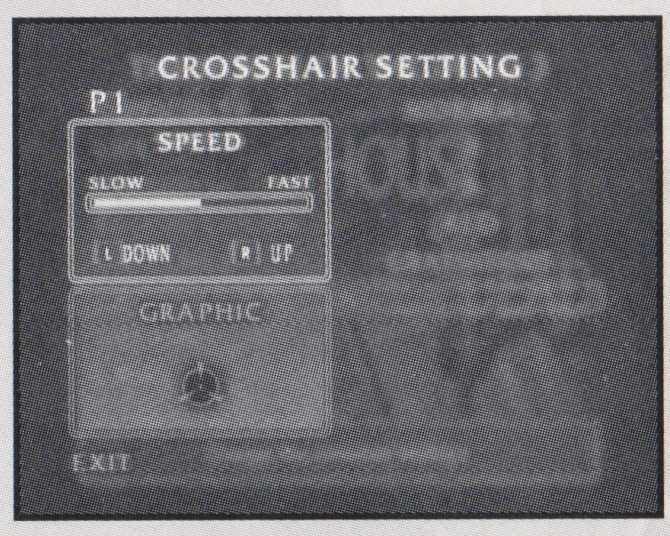
CROSSHAIR SETTING
Adjust the crosshair setting.

DEFAULT
Restore all settings to their default values.

EXIT
Complete changes and return to the Main Menu.



CROSSHAIR SETTING



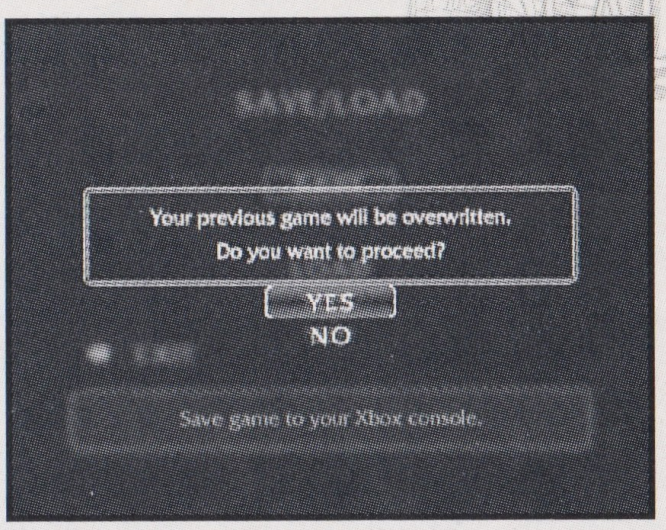
The crosshair may be calibrated while the controller is being used. Select the setting to be altered using ⬆⬇ and enter the selection with the Ⓐ button or START button.

SPEED
Change the setting with the Left Trigger/Right Trigger. Use ⬆⬇ ⬅➡to move the crosshair and check the speed.

GRAPHIC
Use ⬅➡ to select a graphic to use as the crosshair.

SAVE/LOAD

Save/load game data. Choose SAVE or LOAD, select YES to confirm or NO to cancel, and press the Ⓐ button or START button to enter the selection. This game is designed for use with the Xbox hard disk. At least 9 free blocks are necessary to save game settings.



ITEMS

Oil drums and cardboard boxes that appear in the game sometimes contain hidden items.

First aid kit

Increases the number of lives by one (Survival Mode)

Clock

Increases the time remaining (Time Attack Mode)

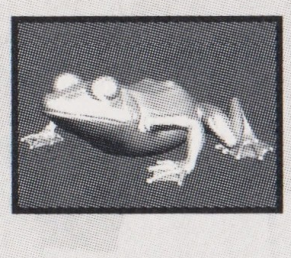
Gold Coin

300 bonus points per coin.

Crystal Coin

Bonus points which increase with each consecutive hit. (1 coin = 100 pts. Up to a maximum of 1500 pts can be obtained with consecutive hits.)

Golden Frog



1000 bonus points.

Twisted Coin

200 bonus points per coin.

Mini Magician

2000 bonus points.

Mecha Zombie

3000 bonus points.

MONSTER FILE

Mark II

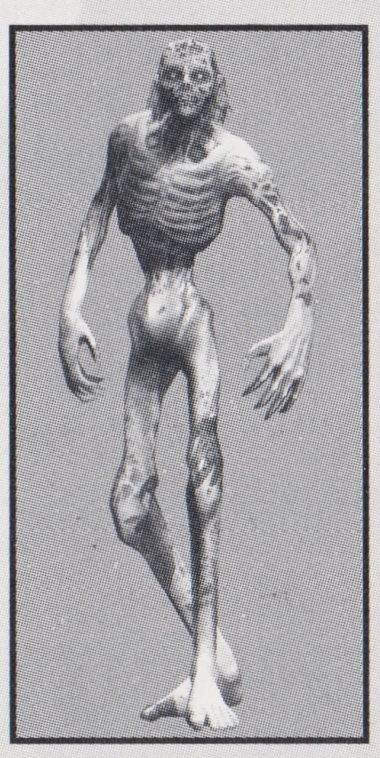
This extremely adaptable zombie was manufactured in great quantities. Mark II wanders about in groups searching for flesh, savagely attacking whatever he finds.

Frederic

Frederic is believed to have been created from a former researcher in the building. His rapid attacks leave little time to react.

Kageo

A mummified zombie. Kageo is weak and slow, but in groups he is dangerous. His body is fragile. Of his appearance, only the shape of his upper body is known.



Rogan Commandos

The elite soldiers who stormed the building and tried to seize control. They remain trapped in a state between life and death, but they retain the superior fighting abilities they once honed through strict training.

Julie

The remains of a former building employee. Julie will stubbornly pursue anything that comes her way and attack by flailing her numbed arms.

Morris

Carries a long-handled axe. Staggering under the weight of the axe, he may look like he can't handle such a weapon - but be careful: he puts his back into his fearsome attack.

MONSTER FILE

Charles

Charles is twice the size of a normal zombie. His thick layers of fat conceal his toughness. His strength puts him in a league of his own, and he'll keep coming at you even with holes blown through his stomach.

Azteca

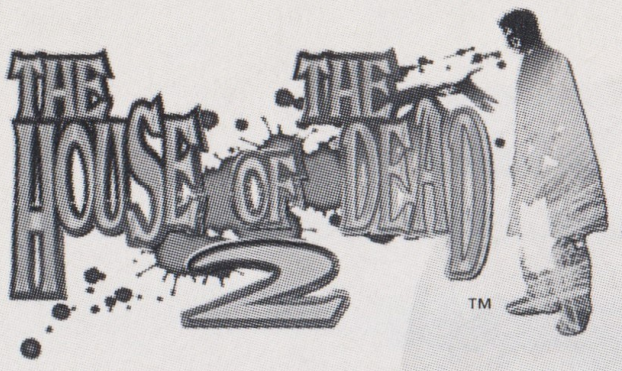
Azteca drags along an enormous steel frame and has exceptional power - he wields a metal chain in one hand as though it were as light as straw. His weak point is his somewhat slow movement.

Raymond

Raymond uses his buzzsaw saws to cut through anything that stands in his way. He grinds the blade against metal more for a flashy display than to keep the saw sharp.

Cain

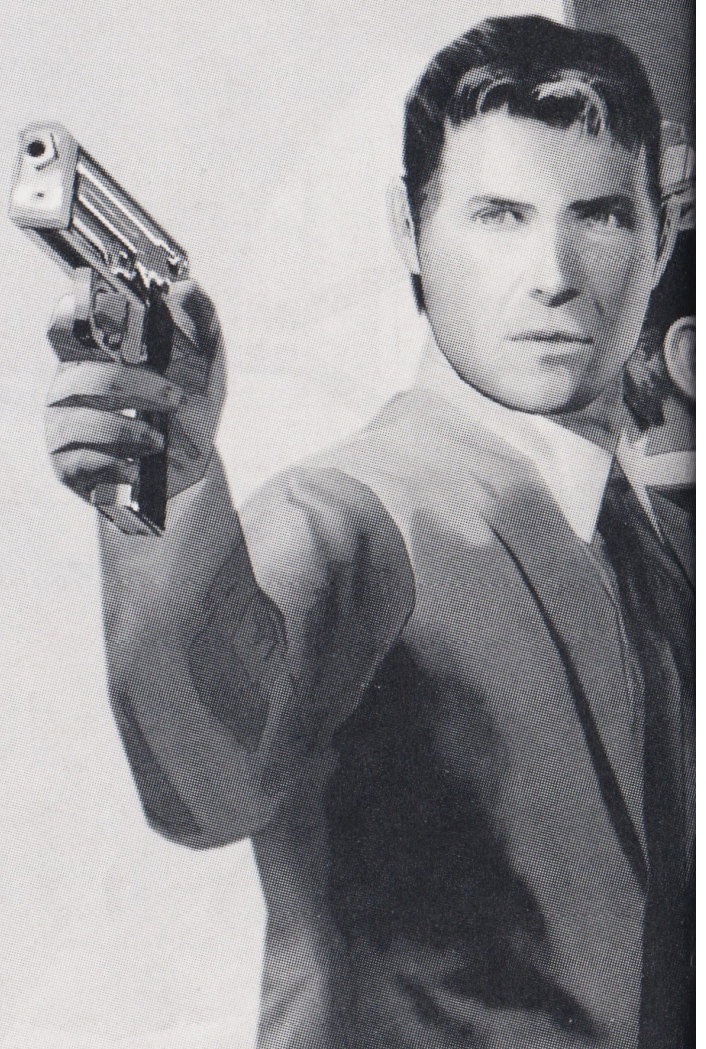
Cain is the result of an experiment to create zombies fused with vegetable matter. He is as tough as an oak and his whip slices through the air with an audible crack to inflict more pain than poison ivy.



STORY

18th December, 1998 - The incident at Curien Mansion
That chilling episode was only a hint of the nightmare to come.

26th February, 2000
The world is thrown into chaos
The prelude...
A new plot unfolds in a medieval town.
Ever-expanding conspiracies and horrors...



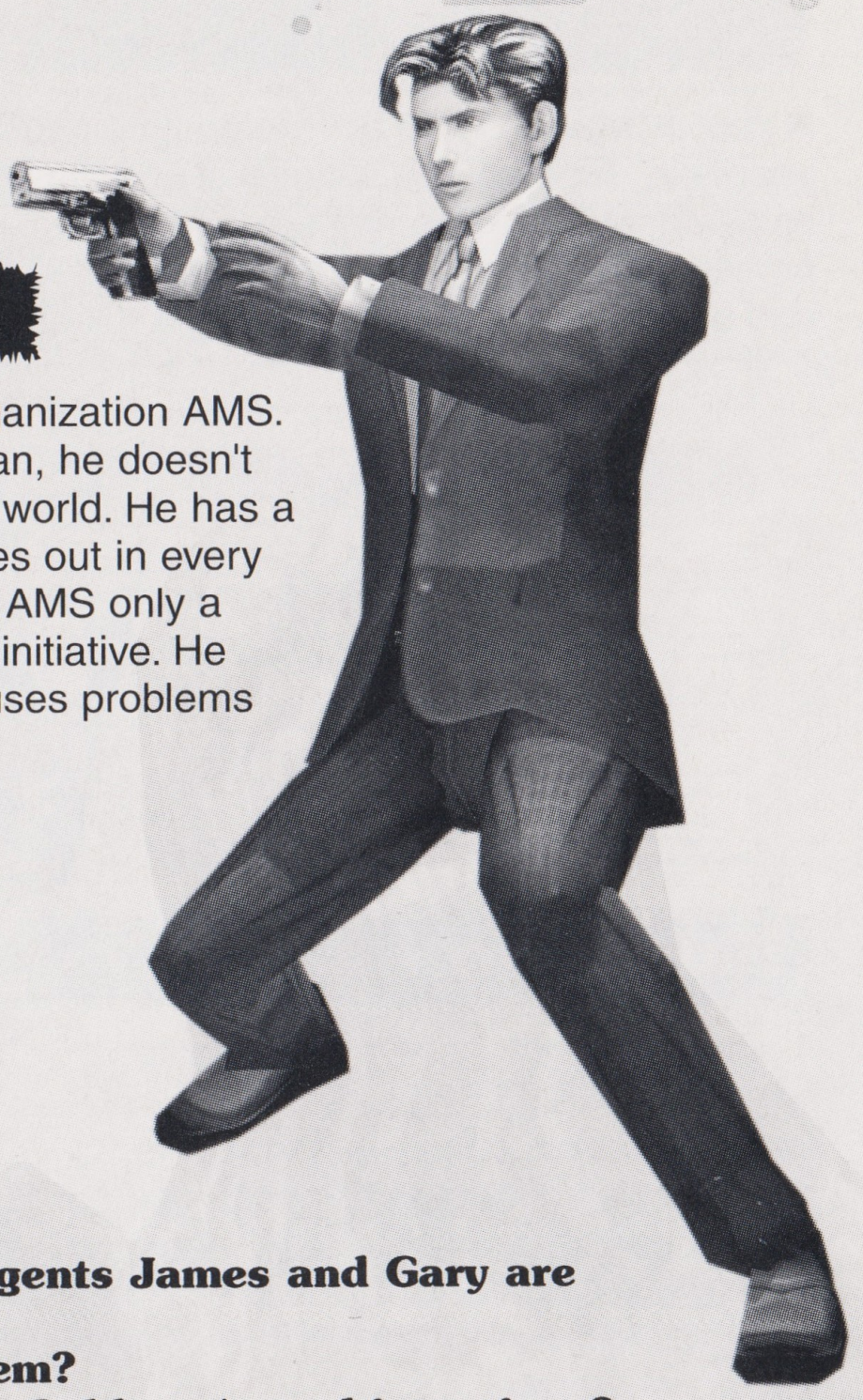
James Taylor

A special agent for the governmental organization AMS. 35 years old, American. He is always cool and rational, never relying on intuition or guesswork. He accepts facts as they are and deals with them accordingly, almost like a computer. For that reason, he is often assigned to the difficult or seemingly inexplicable cases.

CHARACTERS

Gary Stewart

A special agent for the governmental organization AMS. 24 years old, American. A kind young man, he doesn't yet know the contradictory nature of this world. He has a passionate and emotional side that comes out in every situation. Lacking experience - he joined AMS only a year ago - he tries to make up for it with initiative. He can be reckless, and this sometimes causes problems for James.



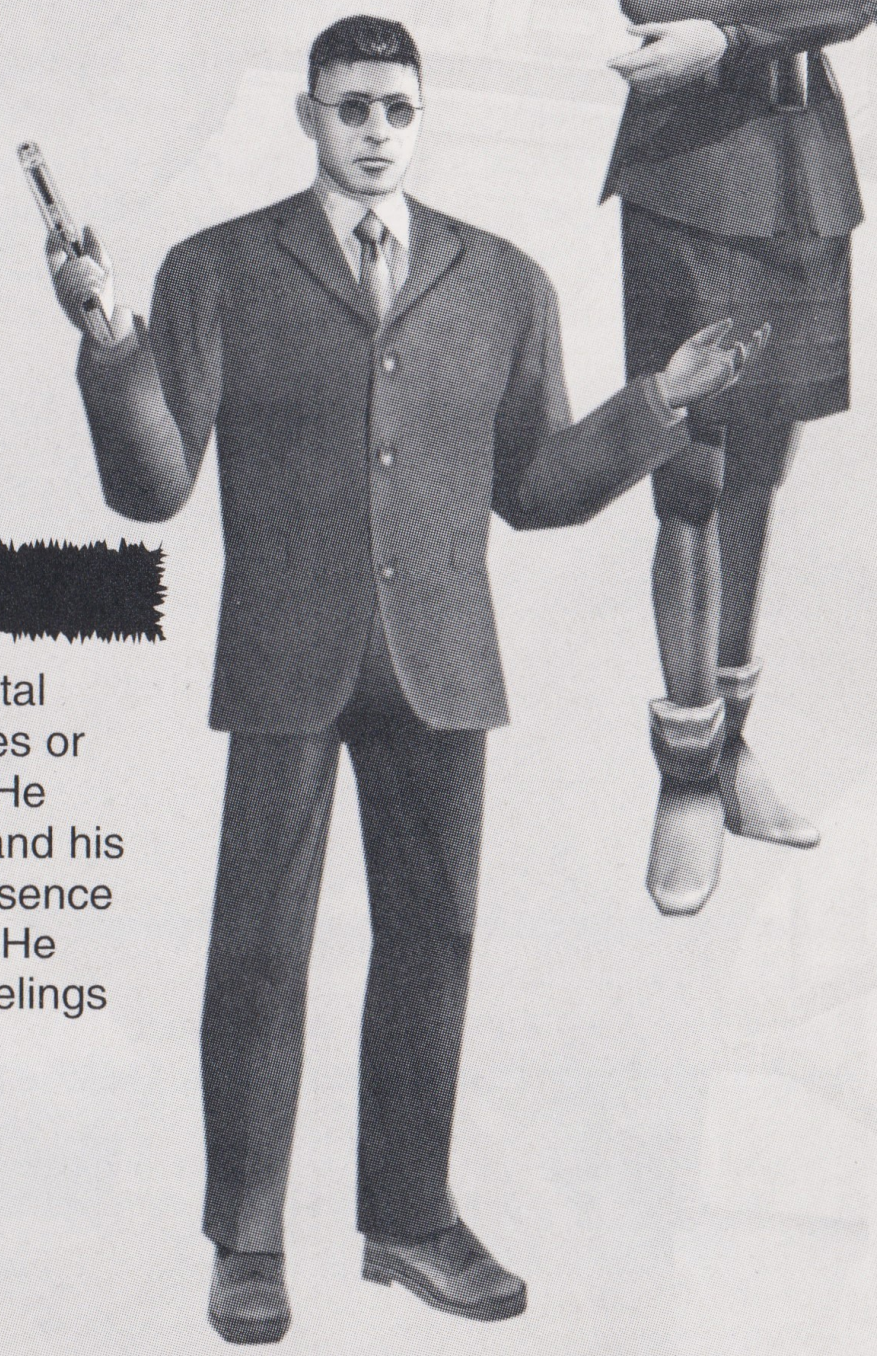
Side by side, AMS Special Agents James and Gary are ready for action.
But what lies in store for them?
And what are the mysterious Goldman's real intentions?

*** The incident at Curien Mansion took place over three days; December 18th to December 20th, 1998. It was an event orchestrated by Dr. Curien in an attempt to destroy mankind. Dr. Curien's plan was thwarted by two AMS agents, Rogan and G, but because of the government's significant role in the incident, the public was never told exactly what happened there...**

CHARACTERS

Amy Crystal

A special agent for the governmental organization AMS. 29 years old, American. A veteran of countless dangerous assignments, she is nevertheless an open, frank and kind person. With Gary she tends to play the role of older sister - she doesn't seem to consider him a full-fledged agent yet.



Harry Harris

A special agent for the governmental organization AMS. In his late thirties or early forties, nationality unknown. He does not like to discuss the past, and his gloomy countenance and dark presence tend to leave a strong impression. He wears sunglasses to ensure his feelings remain inscrutable.

Goldman

In his late forties. The head of a distinguished financial group, he uses his fortune for human genome research. The results of that research are relayed to Goldman as necessary, but have never been announced to the public. He has a cool and intellectual demeanor, but deep down he worries about the future of man and nature.

BASIC CONTROLS

Menu/Options Screen	
Directional pad/Left thumbstick	Move cursor
Ⓐ button/START button	Select
Ⓑ button/BACK button	Cancel/Return to previous screen
⬆⬇	Select item
⬅➡	Change item

During The Game	
START button	Start/Pause
Directional pad/Left thumbstick	Move crosshair
Ⓐ button	Fire
Ⓑ button	Reload bullets/Cancel event
Ⓧ button	Increase speed of crosshair movement
Ⓨ button	Center crosshair
Left trigger	Fire
Right trigger	Reload bullets

LIGHT GUN CONTROLS

Menu/Options Screen	
Directional pad	Move cursor
Trigger/START button	Select
Ⓑ button/BACK button	Cancel/Return to previous screen
⬆⬇	Select item
⬅➡	Change item

During The Game	
START button	Start/Pause/Cancel event
Trigger	Fire/Cancel event
Trigger (Shoot off screen)	Reload bullets

BRANCHING STORY SYSTEM

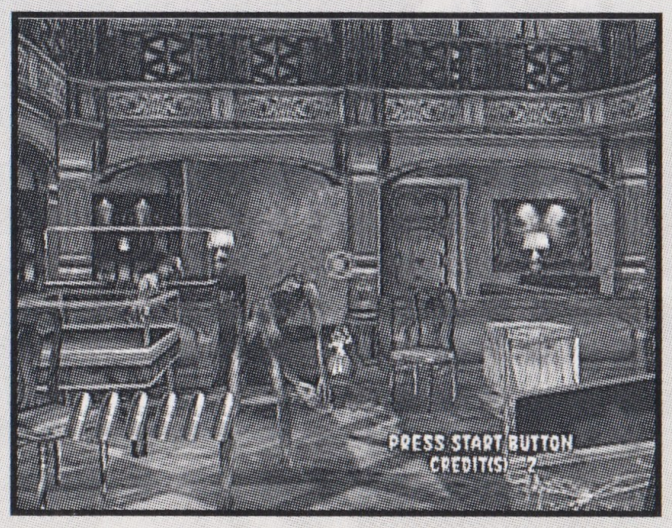
This game uses a "branching story system" in which the course of events is affected by the actions taken by the player. Consequently, even the most veteran players can find something new in the course of gameplay.

FOR EXAMPLE...

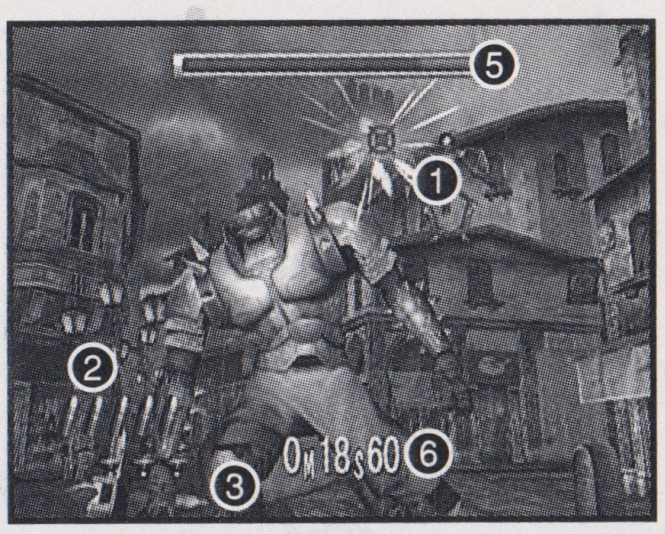
Townspeople are being attacked by monsters!

Rescue succeeds!

Rescue fails...



THE GAME SCREEN



1. Crosshair
Displayed when the controller is being used.

2. Remaining Bullets
The number of bullets left. Reload before you run out!

3. Lives
These are reduced when you take damage or mistakenly harm a civilian. Lives increase with special items (see P.36-P.37). When all lives are gone, the Continue Screen will be displayed.

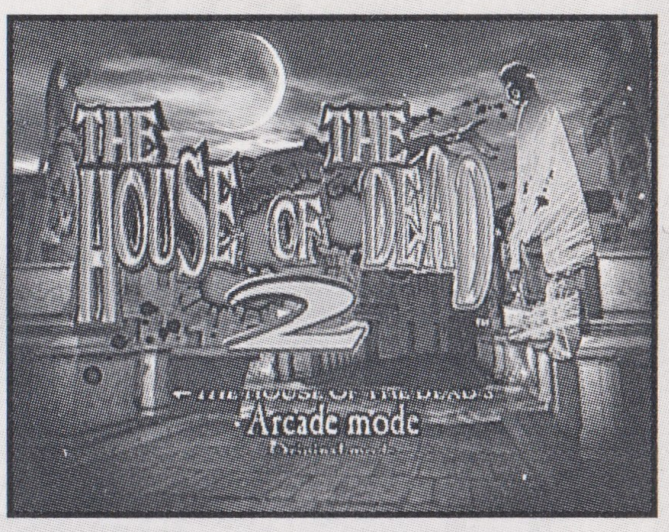
4. Credits
The number of available continues. When all credits have been used up, the game is over.

5. Boss Life Gauge
Falls when the boss takes damage. When the gauge reaches zero, the Chapter is cleared.

6. Time
Shown during the BOSS MODE (see P.35). Shows time taken to defeat the boss.

GETTING STARTED

From "The House of The Dead™ III" Main Menu, select "The House of The Dead™ 2" and enter the selection with the Ⓐ button/START button. Press the START button at the "The House of The Dead™ 2" Title Screen to display the Main Menu Screen. Use ⬆⬇ to select a mode and press the Ⓐ button/START button to select. Press the START button of another controller to enter 2-player mode.



ARCADE MODE

A faithful reproduction of the arcade game "The House of The Dead™ 2" (see P.31).

ORIGINAL MODE

Clear the levels, making the best of the items picked up (see P.32).

TRAINING MODE

Practice the basic techniques of the game in this mode (see P.34).

BOSS MODE

Take on the bosses of each Chapter and compete for the fastest time. This is a timed mode (see P.35).

RANKINGS

Shows top ten rankings for each mode (see P.35).

THE HOUSE OF THE DEAD 3

Return to The House of The Dead™ III Title Screen.

ARCADE MODE

This mode is a faithful reproduction of the arcade version of "The House of The Dead™ 2."

GETTING STARTED

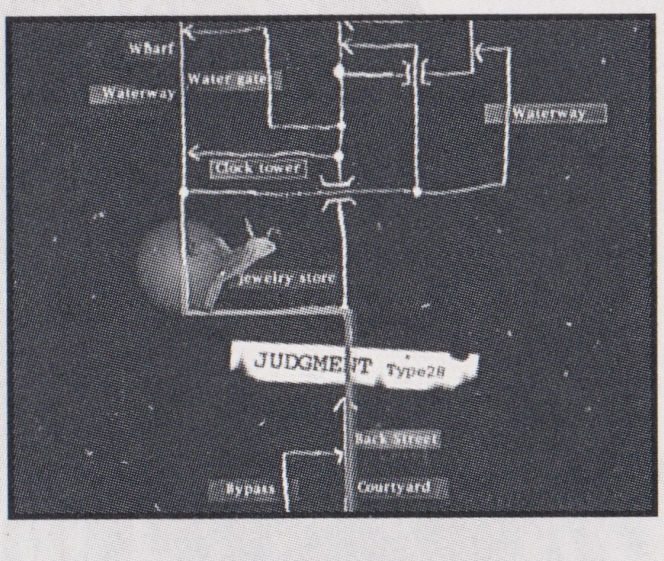
Select "ARCADE MODE" from the menu screen and press the Ⓐ button or START button. The game starts after the opening sequence.

CONTINUE/GAME OVER

When all of your lives have been spent, the Continue Screen is displayed. You may continue by pressing the START button before the count reaches zero. But when you run out of credits, the game is truly over!

THE COURSE SCREEN

After the game is over, the Course Screen is displayed and the courses you have followed so far are shown.

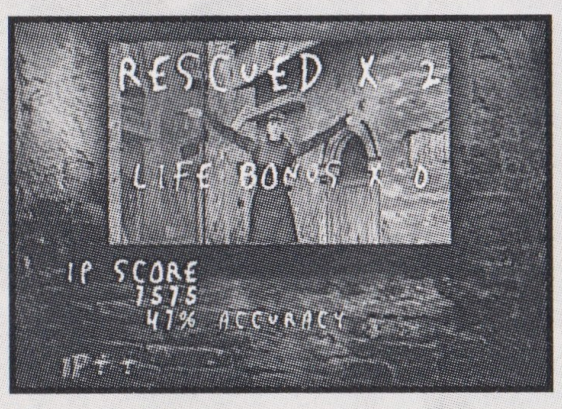


HI-SCORE ENTRY

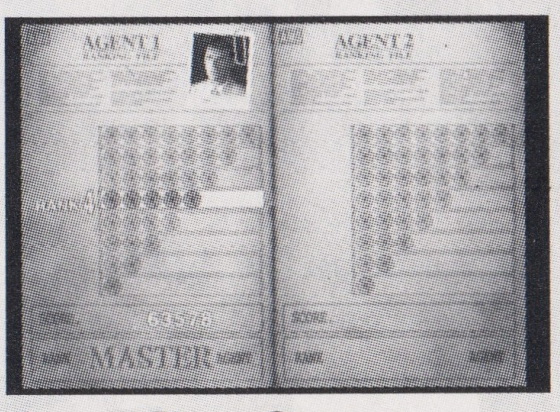
The Name Entry Screen is displayed if you clear all Chapters with your score in the top ten. Enter three letters for your name before the count reaches zero. Select "⟵" to return to the previous letter. Select 'END' to register your name.

SCORE SCREEN/GAME CLEAR SCREEN

Once a Chapter has been cleared, the Score Screen is displayed, and the following statistics are shown. When all Chapters have been cleared, you will be judged on your overall performance.



Score Screen



Game Clear Screen

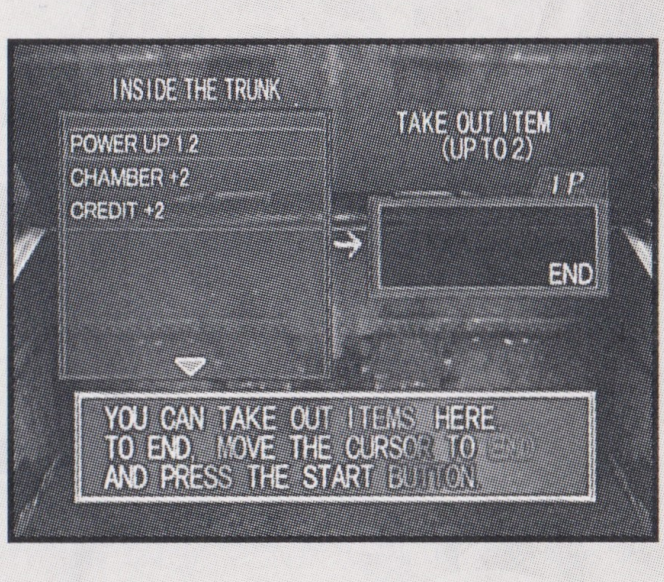
[RESCUED]
Number of people saved
[SCORE]
Current score
[ACCURACY]
Shooting accuracy

ORIGINAL MODE

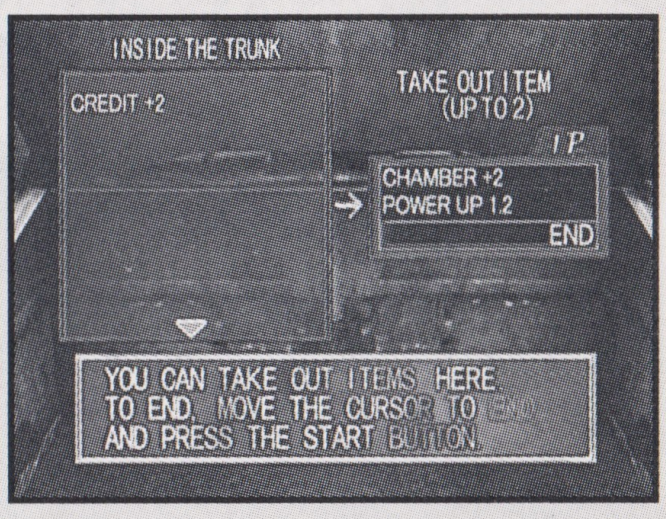
Clear the levels using items picked up.

ITEM SELECTION SCREEN (1-PLAYER MODE)

Use this screen to choose which items to equip. Up to two items may be held at once. Use ⬆⬇ to select items from the Trunk and press the Ⓐ button to move items to the Equipped Items Window.

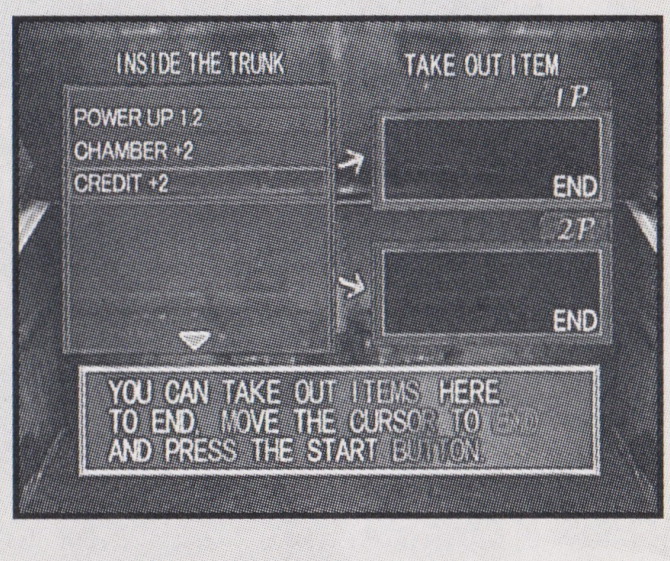


When the Equipped Items Window contains two items, the cursor moves to 'Finish'. To change the items currently equipped, use ⬆⬇ to choose items and press the Ⓐ button to return items to the Trunk. Once all items have been selected, move to Finish and press the START button.

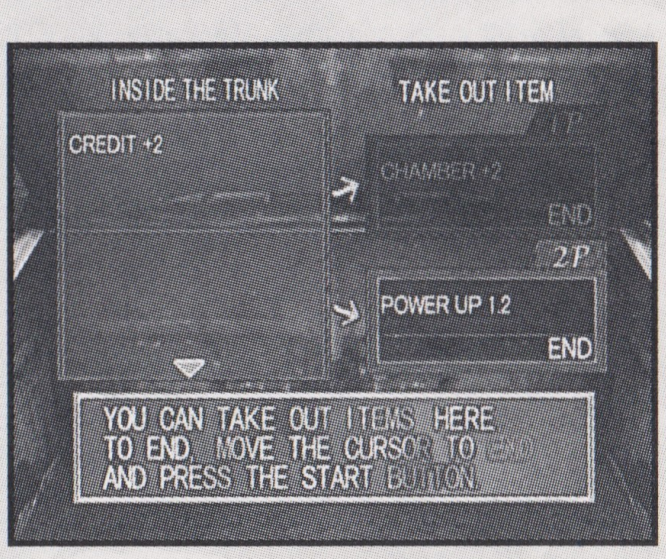


ITEM SELECTION SCREEN (2-PLAYER MODE)

In 2-player mode, each player can carry only one item. Use ⬆⬇ to choose an item from the Trunk and press the Ⓐ button.



When an item is in the Equipped Items Window, the cursor moves to 'Finish'. To change the item currently equipped, use ⬆⬇ to select an item and press the Ⓐ button. to return the item to the Trunk. Once all items have been selected, move to Finish and press the START button. Once a player has finished selecting items, their window will darken. When both players have selected items, the game will start.



ORIGINAL MODE

USING ITEMS TOGETHER

Some items reveal extraordinary characteristics when used together, and some items cannot be used together (in which case the message, "These items may not be used together" is displayed). Try to figure out which combinations work best!

OBTAINING ITEMS

Items are hidden in barrels, drum cans, and other locations. Shoot containers to reveal items, then shoot an item to obtain it. Items obtained are stored in the Trunk.

* See P.36 for a description of the items.

* In 2-player games, the items a player was previously carrying may lose their effectiveness if the player resumes a game after Game Over.
* However, items will not lose their effectiveness when a player resumes a game using a continue in a 2-player game.
* Players who join the game when the Item Selection Screen is not displayed will start with no items.

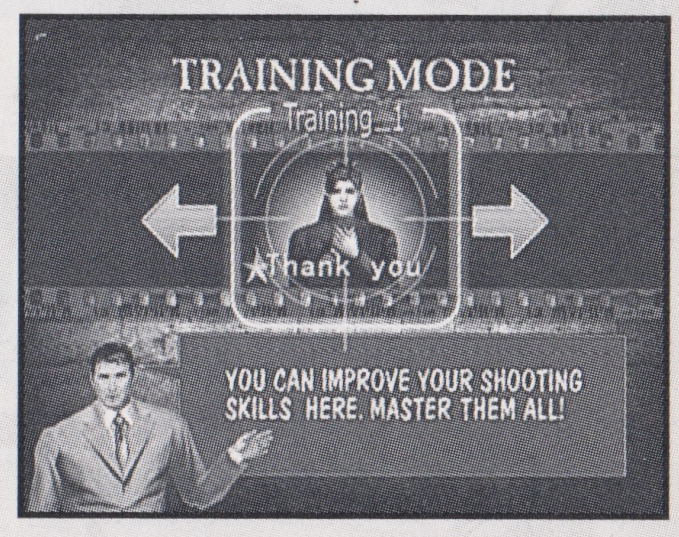
CAUTION

Once you take an item, it disappears from the Trunk. Think carefully about what to bring!

TRAINING MODE

Practice the basic techniques of the game in this mode.

TRAINING SELECTION SCREEN



Use ⬅➡ to select a training session. James will describe the type of training. If there are two or more star marks for the selected training, use ⬆⬇ to choose between them. Use the Ⓐ button or START button to start the training. The first time TRAINING MODE is entered, only 'Training 1' is available.

TRAINING CLEAR/CONTINUE

After a training session is cleared, the word "Success" will be displayed. Press the Ⓐ button or START button to return to the Training Selection Screen. If the training is not cleared, the Continue Screen will appear. Use ⬅➡ to select one of the following options:

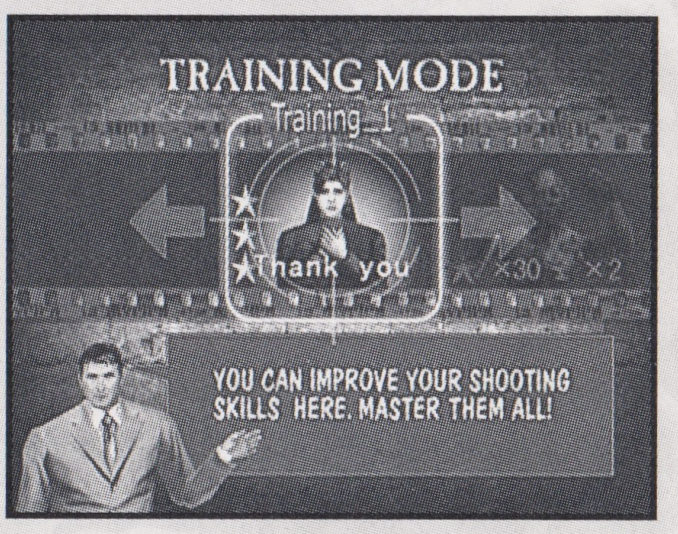
[AGAIN] Try again
[QUIT] Quit the training and return to the Training Selection Screen

INCREASING TRAINING SESSIONS AVAILABLE

If you clear the highest training session currently available, more training sessions will be unlocked.

INCREASING STAR MARKS FOR A SESSION

Clear a training session or a boss battle and a star mark like the one on the lower right will appear. The star marks indicate the difficulty level – difficulty increases with the number of star marks. Clear a training session on the highest difficulty level currently available to increase the number of star marks for that session.



BOSS MODE

Take on the bosses of each Chapter and compete to destroy them in the shortest time.

CHAPTER SELECTION SCREEN

Use ⬅➡ to select a boss. If the selected boss has two or more star marks, use ⬆⬇ to choose between them. Press the Ⓐ button or START button to begin the boss battle.

Judgment	Chapter 1 boss battle
Hierophant A/B	Chapter 2 boss battle
Tower A/B	Chapter 3 boss battle
Strength A/B	Chapter 4 boss battle
Magician	Chapter 5 boss battle

* A/B indicate the location of the boss, which changes depending on the route taken.
* See P.34 for an explanation of star marks.

GAME OVER

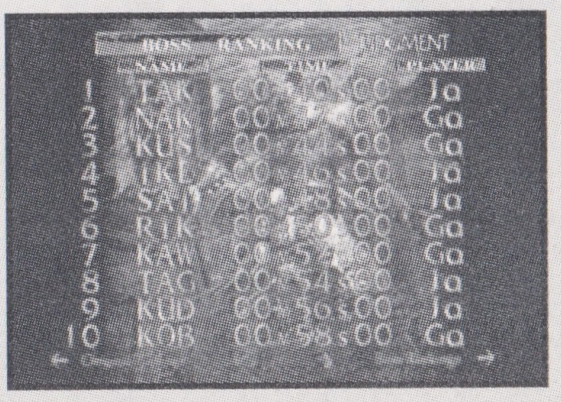
When all lives are gone, the game is over and cannot be continued.

HI-SCORE

If you defeat the boss with a time in the top ten, the Name Entry Screen will appear. Enter three letters for your name before the count reaches zero. Select "⟵" to return to the previous letter. When you're done, select END to register your name.

RANKINGS

Shows the top ten rankings for ARCADE, ORIGINAL, and BOSS MODES. Select the mode with ⬅➡. Press the Ⓑ button or START button to return to the Main Menu Screen.



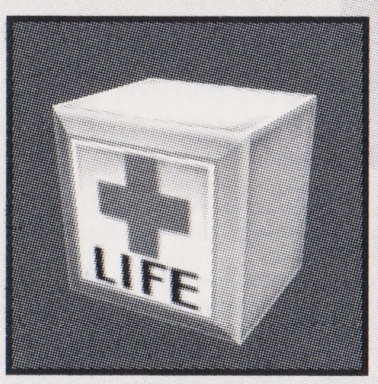
THE HOUSE OF THE DEAD 3

Select to return to The House of The Dead™ III Title Screen.

ITEMS

There are a number of items available in both the ARCADE and ORIGINAL MODES. The following is just a sample of what is out there...

First aid kit



Increases lives by one.

Arcade

Original

Gold coin

Bonus points.

Arcade

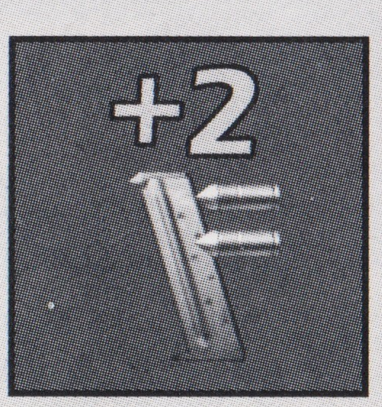
Original

Machine gun

Fires six bullets automatically with one pull of the trigger.

Original

Clip +2



Adds two bullets to the clip.

Original

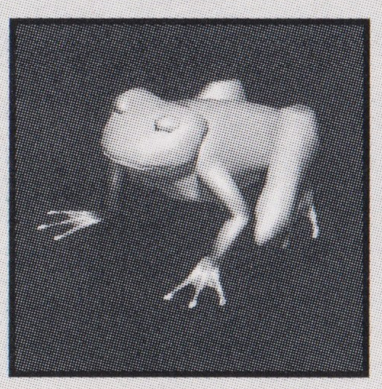
Gem

Bonus points.

Arcade

Original

Golden Frog



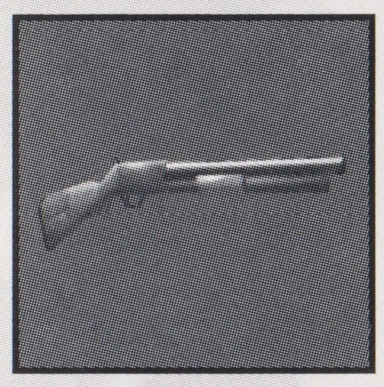
Bonus points.

Arcade

Original

ITEMS

Shotgun

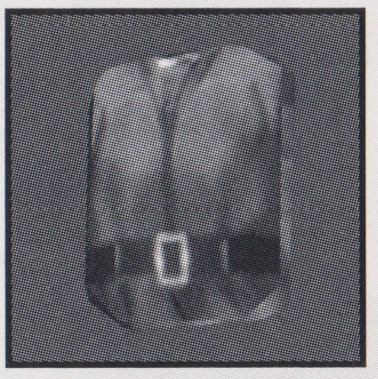


Each shot covers a broad area.

Arcade

Original

Amy Costume



Player takes on Amy's appearance.

Arcade

Original

Power-up x 1.2

Multiplies damage caused by regular bullets by 1.2.

Original

Credit +2

Increases the number of credits at startup by 2.

Original

EXPLANATION OF THE TAGS

Arcade An item found in ARCADE MODE

Original An item found in ORIGINAL MODE

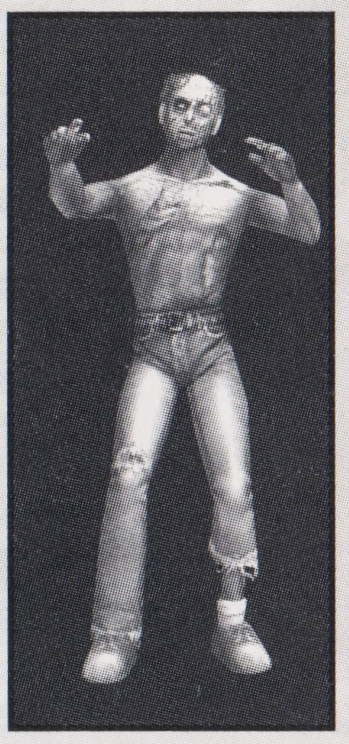
MONSTER FILE

Ebitan

Ebitan is a revolting and perpetually rotting monster. Accordingly, his resistance is lower than other zombies. Ebitan resides in the water, suddenly leaping from the murky depths to attack his prey, mainly by biting them.

David

David was manufactured in great quantities. He is highly adaptable and thrives anywhere. He mainly attacks with his teeth.



Kageo

Kageo is a mummified zombie, who prowls the darkest, most dreadful areas. He may look weak, but watch out for his fierce punch!

Ken

A new and improved version of Kageo with an iron mask and other armor. Because Ken's vulnerable face is shielded with a mask, he is an exceptionally difficult foe. Like Kageo, Ken lives in dark places, especially indoors. His main attack is a claw jab.

Mickey

Mickey is a small zombie who wields knives in both hands. His method of attack is to leap down at his target from roof tops and other high places. Even if Mickey throws both knives at you, there's no time to relax: He can produce an unlimited supply of knives from his hip holster.

Randy

Randy is a small, mask-wearing zombie. Don't be fooled by his small stature because Randy is a vicious little monster who can run along walls and ceilings as easily as on floors. Randy often roams with a friend. His preferred method of attack is a leaping death scratch.

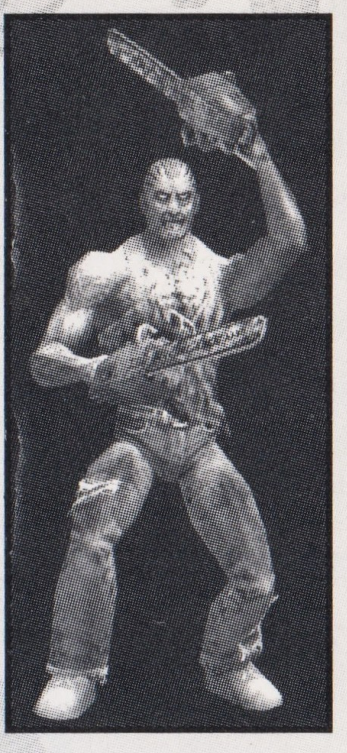
MONSTER FILE

Bob

Despite being big and fat, Bob can move fast. His main attack is the drop kick, but he also throws barrels and oil drums.

Max

You'll know Max when you see him. He's the zombie crazily swinging two chainsaws about. He's also the biggest of all the zombies.



Johnny

Johnny is a tough zombie to deal with, as he loves to rush at his prey, hiding his vulnerable face behind two axes. When he's not descending on you with terrifying speed, he will throw his axes with lethal accuracy from a safe distance. Be warned!

Gregory

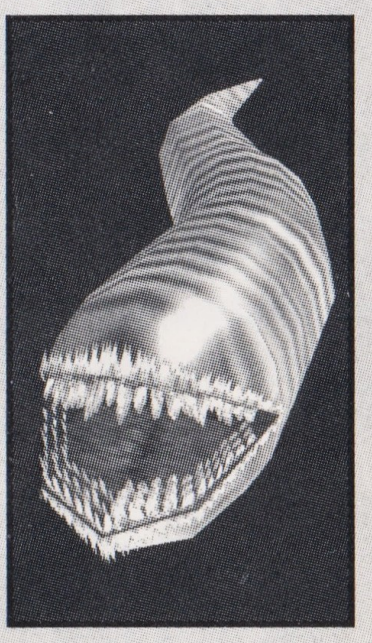
Gregory is a bit of a show off, and there is nothing he likes to do more before finishing off his victims than to flourish his giant sword. You will find it hard to aim your gun at Gregory, because he uses his sword to defend as skillfully as he does to maim.

Peter

Poor Peter is infested with giant parasitic worms and is relatively weak. He puts his worms to horrifyingly effective use though, for when his chest is wounded, the parasites will leave Peter's ribcage and leap at his attacker. Peter can also pack a mean punch.

Murrer

A snakelike zombie who often infests areas in hordes. There are believed to be two colors of Murrer. Murrer attacks by flying at his victims and gouging at their faces with his myriad teeth.



DON'T GO INTO THE HOUSE WITHOUT IT!!

MEMORY CARD NOT INCLUDED

Shooting games require flawless, instinctive accuracy. Don't go in unless you're strapped with the Mad Catz Blaster. Designed specifically for the Xbox, the Blaster features precision targeting, Auto-Fire, Auto-Reload settings and intense vibration.

THE HOUSE OF THE DEAD II

Intense **vibration** lets **you feel** the action

Heavy-duty trigger mechanism **stands** up to **white-knuckle** play

Use **memory** card like **an** ammo **clip** for **fast** game **saves**

MAD CATZ

Powered By Immersion TouchSenseTechnology

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PANZER DRAGOON ORTA™

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ANIMATED BLOOD
VIOLENCE

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